

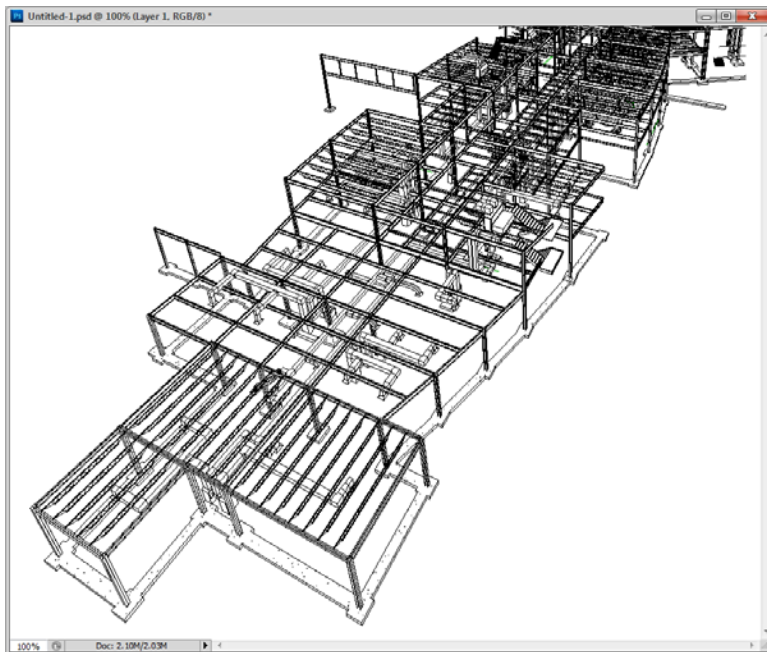
Creating a multidisciplinary rendering

(Fading structure and MEP on rendered image of the building)

For the final renderings to show the collaboration of your team in the modeling it would be nice to show the structural, mechanical and lighting systems on your renderings. A neat way to do so is to fade the image of the systems on your rendering to somehow show how much work has been done to create this beautiful building work.

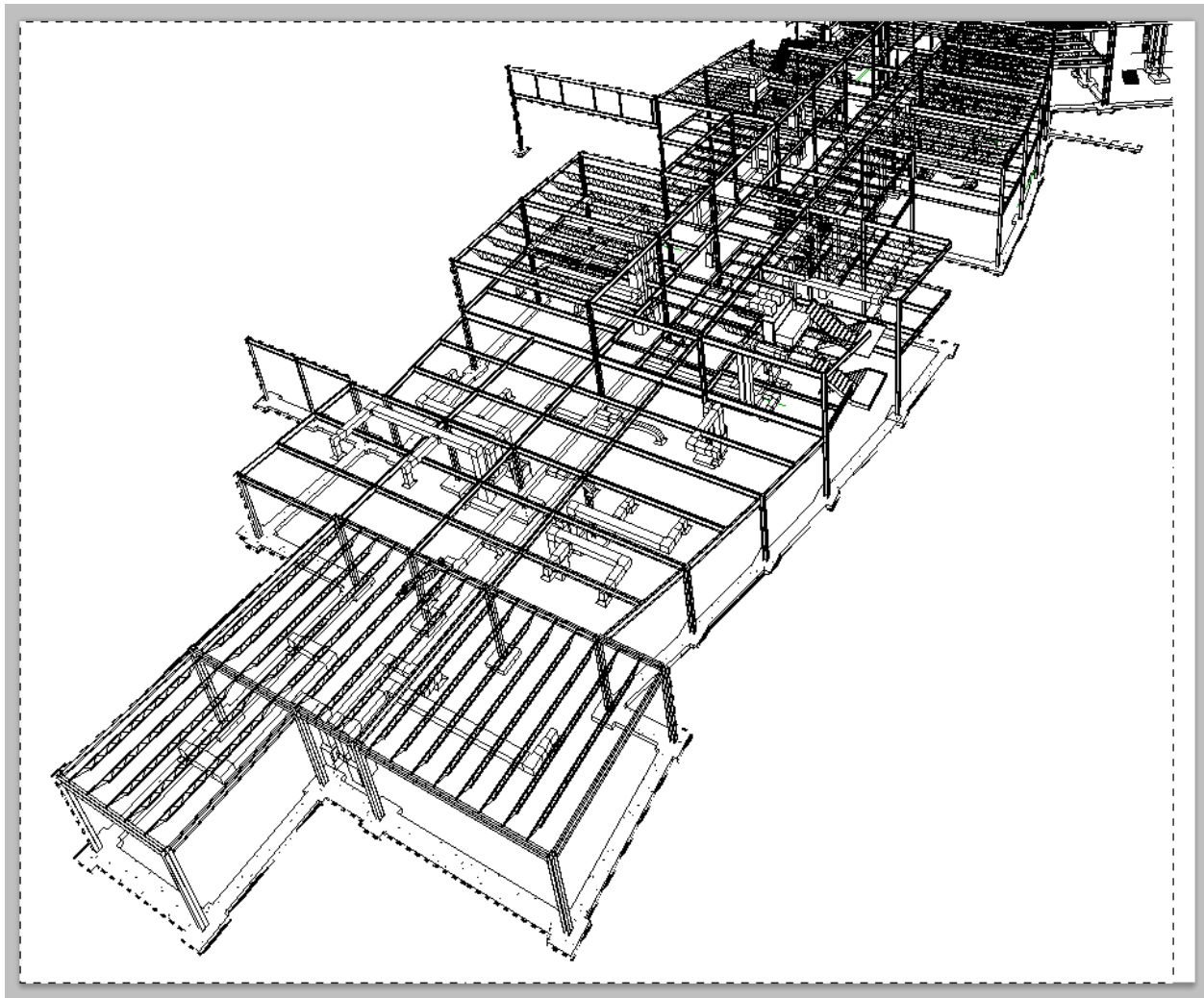
Find a proper view in Revit, save it and render your final building model in.

Hide walls, floors and interior components and leave the structural, mechanical and lighting fixtures. Change the visual style of the same view to hidden lines and take a snap shot. Paste the image in Photoshop or Paint or any other graphic tool that you are using.

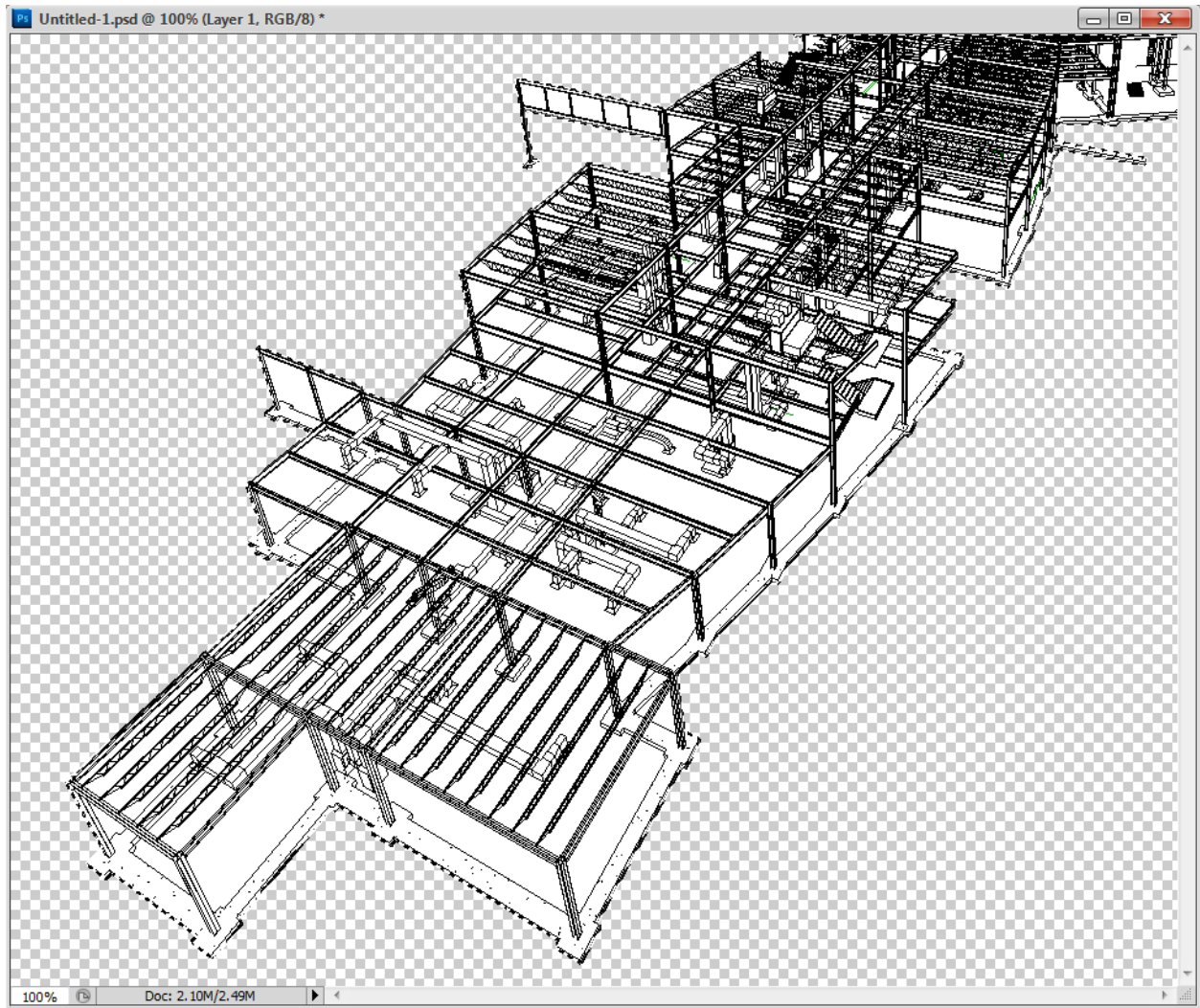


In Photoshop you can delete the white parts around the image that you don't need by using magic wand tool in adjustments menu.



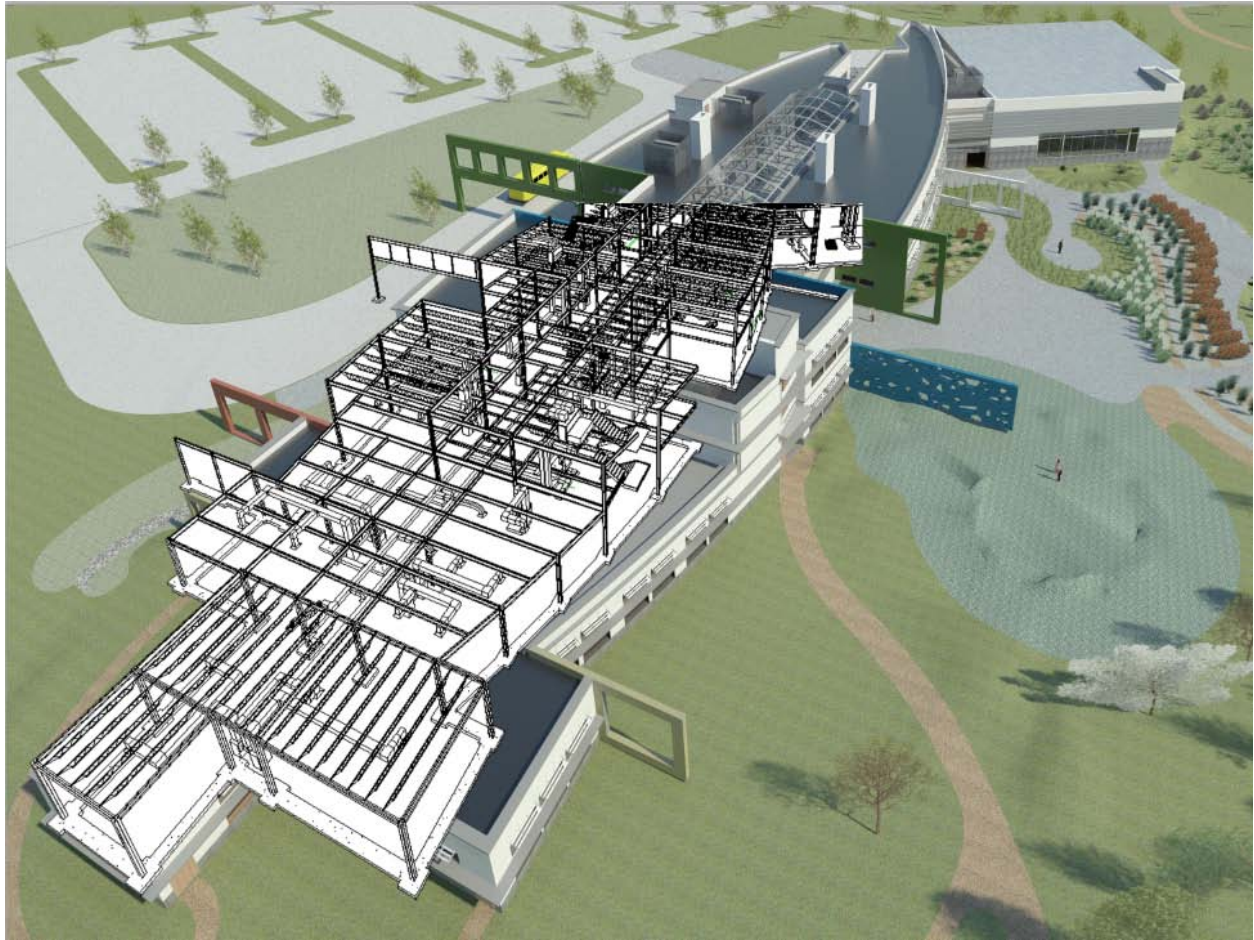


Click on the white part and hit delete and you will see the checkered background which is empty.

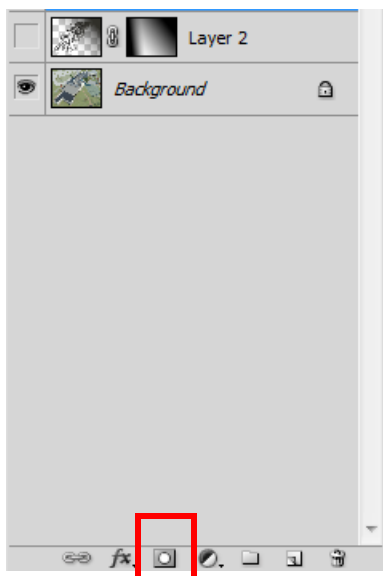


Hit Ctrl+Shift+I to inverse the selected area, now you have selected the part of image that you need. Drag this image into the rendering file in Photoshop.

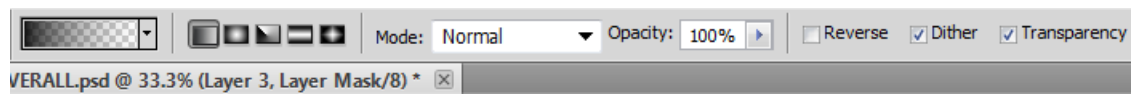
Move or scale it via free transform until you see the structure is correctly placed in your building. Take a corner for example and set the new layer with its dimensions.



Pull up the Layers menu and find the add layer mask on the bottom.



Use Gradient Tool, choose black as your foreground color and choose the Normal mode in gradient tool and the style which is named foreground to transparent.



Drag the gradient onto your layer, from the side that you want it to be faded to the side that should be clear and transparent. You can repeat this from other sides if you want only the central part to be clear.

Finally merge the layers or flatten image or just save the PSD file to Jpeg or a format that can be used in your presentation.

